

In the Claims

The status of claims in the case is as follows:

1 1. [Previously presented] A method for executing full
2 character interactive input/output mode communication at the
3 application level of a TCP/IP protocol stack in a half
4 duplex block mode environment requiring a half duplex block
5 mode interface between a client workstation and a server,
6 comprising the steps of:

7 operating said client to communicate in said
8 application level over said half duplex block mode
9 interface with a first server application written with
10 half-duplex block mode architecture in half-duplex
11 block mode;

12 operating said client to communicate over said half
13 duplex block mode interface with a second server
14 application requiring full duplex character interactive
15 mode by:

16 receiving a key stroke into a buffer at said

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17 client workstation;

18 automatically transferring said keystroke from

19 said client workstation over a half duplex block

20 mode interface to a full duplex character

21 interactive input/output server application; and

22 said full duplex character interactive

23 input/output server application processing said

24 keystroke and responding appropriate to context of

25 said full duplex character interactive server

26 application;

27 thereby transferring single key strokes as they are

28 entered at said client workstation even though

29 operating in said half duplex block mode environment in

30 which character sequences are normally transferred.

31 2. [Original] The method of claim 1, said buffer being an

32 auto enter, non-display entity on a display screen.

1 3. [Previously presented] The method of claim 1, said

2 buffer being a non-screen entity accessible to said client

3 workstation.

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1 4-8. [Canceled]

1 9. [Previously presented] A method for character
2 interactive input/output in a half duplex block mode
3 environment, comprising the steps of:

4 connecting a client to a first server application
5 written to half-duplex block mode architecture;

6 operating said client to communicate over a half duplex
7 block mode interface to said first server application
8 in half-duplex block mode;

9 connecting said client to a second server application
10 written to full duplex character interactive mode
11 architecture;

12 operating said client to communicate over said half
13 duplex block mode interface with said second server
14 application in full duplex character interactive mode
15 by:

16 configuring a workstation display device at a

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17 client workstation to a one character field; and
18 immediately upon entry of an input character into
19 said one character field, processing said input
20 character by signaling an attention identifier
21 from a client emulator application, and responsive
22 to said attention identifier, retrieving said
23 input character from said one character field;

24 thereby transferring single key strokes as they are
25 entered at said one character field even though
26 operating in said half duplex block mode environment in
27 which character sequences are normally transferred.

1 10. [Previously presented] The method of claim 9, further
2 comprising the step of translating and communicating said
3 input character to a remote server and application for
4 interpretation within the context of said remote
5 application.

1 11. [Previously presented] The method of claim 10, further
2 comprising the step of returning from said remote
3 application to said client workstation a display character
4 for display at said workstation display device.

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1 12. [Previously presented] The method of claim 11, said
2 display character selectively comprising an echo character
3 which may be said input character.

1 13. [Previously presented] A method for operating a client
2 application in character interactive input/output mode in a
3 half duplex block mode environment, comprising the steps of:

4 connecting said client application to a first server
5 application written to half-duplex block mode
6 architecture;

7 operating said client application to communicate over a
8 half duplex block mode interface to said first server
9 application in half-duplex block mode;

10 connecting said client application to a second server
11 application written to full duplex character
12 interactive mode architecture;

13 operating said client application to communicate over
14 said half duplex block mode interface with said second
15 server application in full duplex character interactive

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16 mode by:

17 responsive to receiving an attention command from
18 a keyboard, retrieving from a one character
19 display buffer configured as an auto-entry
20 non-displayable display a single input character;
21 and

22 translating and communicating said input character
23 to a remote application for interpretation within
24 the context of said remote application;

25 thereby transferring single key strokes as they
26 are entered at said keyboard even though operating
27 in said half duplex block mode environment in
28 which character sequences are normally
29 transferred.

1 14. [Previously presented] A method for operating a
2 display operating in a half duplex block mode environment,
3 comprising the steps of:

4 connecting a client application to a first server
5 application written to half-duplex block mode

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6 architecture;

7 operating said client application to communicate over a
8 half duplex block mode interface to said first server
9 application in half-duplex block mode;

10 connecting said client application to a second server
11 application written to full duplex character
12 interactive mode architecture;

13 operating said client application to communicate over
14 said half duplex block mode interface with said second
15 server application in full duplex character interactive
16 mode by:

17 configuring said display with respect to a
18 character entry device as a one character,
19 auto-entry, non- displayable buffer;

20 responsive to entry of an input character into
21 said one character, auto-entry, non-displayable
22 buffer, immediately communicating said input
23 character to a remote application for
24 interpretation;

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25 thereby transferring single key strokes as they are
26 entered at said one character, auto-entry, non-
27 displayable buffer even though operating in said half
28 duplex block mode environment in which character
29 sequences are normally transferred.

1 15. [Previously presented] The method of claim 14, further
2 comprising the steps of:

3 receiving from said remote application an echo
4 character selectively not said input character; and

5 displaying said echo character.

1 16. [Canceled]

1 17. [Previously presented] A system including a
2 workstation and a server for character interactive
3 input/output in a half duplex block mode environment,
4 comprising:

5 a network for connecting said workstation to said
6 server;

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7 said workstation including a client application;
8 a first server application written to half-duplex block
9 mode architecture;

10 said client application for communicating over a half
11 duplex block mode interface to said first server
12 application in half-duplex block mode;

13 a second server application written to full duplex
14 character interactive mode architecture;

15 said client application for communicating over said
16 half duplex block mode interface with said second
17 server application in full duplex character interactive
18 mode including:

19 a workstation display configured as a 1-byte
20 character input field that has auto-enter and
21 non-displayable attributes;

22 a keyboard for entering a keystroke into said
23 input field;

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24 said workstation automatically transferring each
25 said keystroke from said workstation display to a
26 server application; and

27 said server application for processing said
28 keystroke and responding to said workstation with
29 an echo character appropriate to context of said
30 server application for display at said workstation
31 display;

32 thereby transferring single key strokes as they
33 are entered at said workstation even though
34 operating in said half duplex block mode
35 environment in which character sequences are
36 normally transferred.

18-19 [Canceled]

1 20. [Previously presented] A program storage device
2 readable by a machine, tangibly embodying a program of
3 instructions executable by a machine to perform method steps
4 for character interactive input/output in a half duplex
5 block mode environment including a workstation and a server,
6 said method steps comprising:

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7 operating said workstation to communicate a half duplex
8 block mode interface with a first server application
9 written with half-duplex block mode architecture in
10 half-duplex block mode;

11 operating said workstation to communicate over said
12 half duplex block mode interface with a second server
13 application requiring full duplex character interactive
14 mode by:

15 receiving a key stroke into a buffer at said
16 workstation;

17 automatically transferring said key stroke from
18 said workstation to a server application;

19 said server application processing said keystroke
20 and responding appropriate to context of said
21 server application;

22 thereby transferring single key strokes as they
23 are entered at said buffer even though operating
24 in said half duplex block mode environment in
25 which character sequences are normally

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26 transferred.

1 21. [Previously presented] A program storage device
2 readable by a machine, tangibly embodying a program of
3 instructions executable by a machine to perform method steps
4 for character interactive input/output in a half duplex
5 block mode environment including a workstation and a server,
6 said method steps comprising:

7 connecting said client workstation to said server over
8 a half duplex block mode interface;

9 communicating with said server over said half duplex
10 block mode interface selectively according to half
11 duplex block mode and full duplex character interactive
12 input/output mode;

13 when communicating with said server in said full duplex
14 character interactive input/output mode,

15 defining a workstation display as a 1-byte
16 character input field that has auto-enter and
17 non-displayable attributes;

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18 receiving a keystroke into said input field;
19 automatically transferring said keystroke from
20 said workstation display to a server application;
21 said server application processing said keystroke
22 and responding appropriate to context of said
23 server application;
24 thereby transferring single key strokes as they
25 are entered at said client workstation even though
26 operating in said half duplex block mode
27 environment in which character sequences are
28 normally transferred.

1 22. [Previously presented] A program storage device
2 readable by a machine, tangibly embodying a program of
3 instructions executable by a machine to perform method steps
4 for character interactive input/output in a half duplex
5 block mode environment, said method steps comprising the
6 steps of:

7 operating a client to communicate over a half duplex
8 block mode interface with a first server application

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9 written with half-duplex block mode architecture in
10 half-duplex block mode;

11 operating said client to communicate over said half
12 duplex block mode interface with a second server
13 application requiring full duplex character interactive
14 mode by:

15 configuring a workstation display device to a one
16 character field; and

17 immediately upon entry of an input character into
18 said one character field, processing said input
19 character by signaling an attention identifier to
20 a client emulator application, and responsive to
21 said attention identifier, retrieving said input
22 character from said one character field;

23 thereby transferring single input characters as
24 they are entered at said one character field even
25 though operating in said half duplex block mode
26 environment in which character sequences are
27 normally transferred.

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1 23. [Previously presented] A program storage device
2 readable by a machine, tangibly embodying a program of
3 instructions executable by a machine to perform method steps
4 for operating a client application in character interactive
5 input/output mode in a half duplex block mode environment,
6 said method steps comprising the steps of:

7 operating said client application to communicate over a
8 half duplex block mode interface with a first server
9 application written with half-duplex block mode
10 architecture in half-duplex block mode;

11 operating said client to communicate over said half
12 duplex block mode interface with a second server
13 application requiring full duplex character interactive
14 mode by:

15 responsive to receiving an attention command from
16 a keyboard, retrieving from a one character
17 display buffer configured as an auto-entry
18 non-displayable display a single input character;
19 and

20 translating an communicating said input character

21 to a remote application for interpretation within
22 the context of said remote application;

23 thereby transferring single key strokes as they
24 are entered at said keyboard even though operating
25 in said half duplex block mode environment in
26 which character sequences are normally
27 transferred.

1 24-25. [Canceled]

2 26. [Previously presented] The method of claim 1, said
3 automatically transferring step further comprising the steps
4 of:

5 transferring said key stroke from said client
6 workstation to a Telnet client and thence to said full
7 duplex character interactive (I/O) server application
8 via a Unix server.

9 27-28. [Canceled]

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